

IN THE CLAIMS

The following is a detailed listing of all claims that are, or were, pending in the present application. Please cancel claims 1-3, 6-16, and 18-24 and add claims 25-39 as follows:

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Claims 1-24 (cancelled).

25. (new) A transforming interactive amusement device comprising:
- (a) a body;
 - (b) at least two transport elements moveably connected to the body;
 - (c) at least two arms moveably connected to the body;
 - (d) a motor associated with the body, the motor operably coupled to the at least two transport elements;
 - (e) a microprocessor operably coupled to the motor, the microprocessor being configured to command the motor to perform an action;
 - (f) a key receiving device associated with the body, the key receiving device configured to receive a keying device which actuates data transfer to the microprocessor, wherein the data enables a function of the device;
 - (g) a swipe card reader associated with the body, the swipe card operably coupled to the microprocessor;
 - (h) a wireless receiver associated with the body, the wireless receiver configured to receive a wireless communication and transmit the wireless communication to the microprocessor;
 - (i) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and
 - (j) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; wherein
 - (k) the device transforms into at least two different forms.

26. (new) The amusement device of claim 25, wherein the keying device is an electromechanical keying device.

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27. (new) An interactive amusement system comprising:
- (a) a body;
 - (b) a motor associated with the body;
 - (c) a microprocessor operably coupled to the motor, the microprocessor being configured to command the motor to perform an action;
 - (d) a wireless receiver associated with the body, the wireless receiver configured to receive a wireless communication and transmit the wireless communication to the microprocessor;
 - (e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device;
 - (f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver;
 - (g) a key receiving device associated with the body, the key receiving device configured to actuate the microprocessor when a keying device is inserted into the key receiving device; and
 - (h) a swipe card reader configured to read a swipe card, whereby a function of the microprocessor is modified.
28. (new) The interactive amusement device of claim 27 further comprising at least two transport elements, the microprocessor being configured to control speed of travel by controlling the at least two transport elements.
29. (new) The interactive amusement device of claim 27 further comprising armor, the microprocessor being configured to control positioning of the armor.
30. (new) The interactive amusement device of claim 27 further comprising a weapon, the microprocessor being configured to control at least one function of the weapon.

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31. (new) The interactive amusement device of claim 27 , wherein the keying device is a flag having a base, wherein the base is configured to be received in an engagement slot on the body.

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32. (new) The interactive amusement device of claim 31, wherein the base and engagement slot each have a mating shape so as to prevent a second flag having an incompatible shape from being received in the engagement slot.

33. (new) The interactive amusement device of claim 27 , wherein the keying device is an attachment having a peg, wherein the peg is configured to be received in an engagement slot on the body.

34. (new) The interactive amusement device of claim 33, wherein the peg and the engagement slot each have a mating shape so as to prevent an attachment having an incompatible shape from being received in the engagement slot.

35. (new) An amusement apparatus comprising:

- (a) a body;
- (b) a motor associated with the body;
- (c) a microprocessor operably coupled to the motor, the microprocessor configured to actuate the motor to propel an action;
- (d) a shape-specific key receiving device, the shape-specific key receiving device configured to be actuable by a shape-specific key whereby the microprocessor is actuated; and
- (e) a swipe card reader, the swipe card reader operably coupled to the microprocessor.

36. (new) The amusement apparatus of claim 35, further comprising:

- (a) a wireless receiver associated with the body, the wireless receiver configured to receive a wireless communication and transmit the wireless communication to the microprocessor;

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- (b) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and
 - (c) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver.

37. (new) The amusement apparatus of claim 35, further comprising at least two moveable elements moveably coupled to the body, each of the at least two moveable elements moveably coupled by one of at least two couplings.

38. (new) The amusement apparatus of claim 37 wherein the body and the at least two moveable elements are reconfigurable whereby the apparatus is transformable.

39. (new) The amusement apparatus of claim 38 wherein the at least two couplings are configured to allow the body and the at least two moveable elements to be reconfigurable.
